Scooby-Doo! Unmasked

Scooby-Doo! Unmasked is a platform game based on the *Scooby-Doo* franchise. It was developed by Artificial Mind and Movement and published by THQ for the Xbox, PlayStation 2, GameCube, Game Boy Advance, and Nintendo DS.[2]

Scooby-Doo! Unmasked

PlayStation 2
SCOOBY-DOO!
UNMASKED
3+
THQ

PAL game cover art for the PlayStation 2

Developer	Artificial Mind and Movement
Publisher	THQ
Designers	Flint Dille John Zuur Platten
Platforms	Nintendo DS Game Boy Advance GameCube PlayStation 2 Xbox
Release	**Xbox** NA: September 12, 2005[1] PAL: September 16, 2005 **GBA, GameCube, PS2** NA: September 12, 2005[1] PAL: September 23, 2005 **Nintendo DS** NA: October 18, 2005 PAL: November 11, 2005
Genre	Platformer
Mode	Single-player

Plot

The game opens with Scooby-Doo and the gang visiting Fred's cousin Jed at a special effects movie studio and factory *Monstrous Fright and Magic,* (M.F.M.) But once they get there, Jed is missing, and his animatronics have gone haywire. They find M.F.M. CEO Winslow Stanton and his assistant Marcy, who declares that Jed is responsible for sabotaging M.F.M., and has not only stolen some expensive animatronics, but also a large supply of Mubber (a special eatable soy-based compound used to make animatronics into life-like special effects monsters, which can be dissolved under UV light). Marcy states that Jed was seen going to the local Chinatown for a New Year's parade. Scooby and the gang take it upon themselves to track down Jed and recover the stolen items.

At their first stop, they meet Maggie Xi, who warns them that the demonic sorcerer, Zen Tuo, and his dragon pet, has disrupted the local festival she is organizing, before she disappears when the dragon's roar is heard. Scooby then finds clues and searches a cookie factory and its alleyways, a sewer to save Shaggy when he fell into it, and a dojo palace to rescue Daphne and track down Zen Tuo. Scooby then battles his dragon in a kung-fu costume made out of Mubber on top of a warehouse. Zen Tuo turns out to be Maggie Xi in disguise, as Velma admits she gave it away when disappearing into the sewer entrance when they first met, using the dragon as a distraction. Maggie cackles as her mubber body disintegrates under UV light, revealing that she was one of the stolen animatronics, with a male voice coming through a hidden device on the floor, telling the gang that they "can't catch what they can't hold!". Though Fred knows that the voice might be Jed, he remains in disbelief.

Velma tracks the signal from the device to the Rock 'n' Roller Coaster Land amusement park, where a man named Alvin Wiener informs the gang that a masked musician, the Guitar Ghoul, has scared off all the other guests. Scooby then finds clues that tell of disturbing events (rides going havoc, animatronics chasing people, etc.). In time, Scooby enters a haunted house and almost gets tricked by the Guitar Ghoul. Scooby and Shaggy decide to then investigate the water slides, the latter falling down one, prompting Scooby to save him. After a scare from the Guitar Ghoul, the two meet Nikki Starlight, who claims to be the Guitar Ghoul's girlfriend and protest that he would have never did what all he just done. Afterward, Daphne is trapped in a cage in a circus tent, and is then saved by Scooby in a new gliding bat costume. Regrouping, the Guitar Ghoul mocks the gang on a big screen, as Scooby finds his location in a house of mirrors and defeats him. The Guitar Ghoul is revealed to be Alvin, as Velma reveals that he is really a failed musician who blamed the Guitar Ghoul for ruining his career. Nikki reveals herself as the real Guitar Ghoul, having done so to keep her private life secret. Velma tells Scooby to smell Alvin's costume, revealing it to be Mubber as Alvin admits he doesn't know the name of the person who gave him the suit. Nikki thanks the gang for saving her reputation and tells them to go to a private natural history museum where M.F.M. worked on some of the exhibits.

There, the gang learns that a Caveman haunts the museum, and when Scooby goes to the dinosaur exhibit, a pterodactyl takes Shaggy when he showed Scooby a drumstick, promoting to save him again. Saving Shaggy, Scooby discovered a large, oil-covered bone in the exhibit, then later finds a contract from Stanton and gives it to Velma. Afterwards, Fred and Daphne are trapped in an aquatic exhibit with the Caveman but are then freed by Scooby in his archer costume. Though in reality, the Caveman was not actually there. Scooby then confronts the Caveman, defeating him in a UFO battle. The Museum's head of security, Joseph Grimm, is revealed to be the Caveman as part of a scheme to sell the valuable petroleum deposits located under the Museum, being pumped up by the bobbing animatronic dinosaurs (which are actually disguised oil pumps) around the museum and disguised as tar. Velma correctly deduces from this chain of events that Stanton is responsible for the thefts, having framed Jed and sent the gang on a wild goose chase to distract them.

The gang heads back to M.F.M to confront Stanton, finding Jed stuffed inside a monster costume where Stanton trapped him when he learned of his plans. Stanton's voice is heard over a loudspeaker, threatening the gang. He summons a giant Pterodactyl robot to battle the gang. Scooby defeats the Pterodactyl in the archer, bat and kung-fu costumes and reaches Stanton's location, but then finds that there are two of them. The real Stanton appears behind the group; a UV light reveals that the other "Stanton" is Marcy in a Mubber disguise. Marcy tells them that she wanted revenge for Stanton taking all the credit for the creation of Mubber, which they both made. Begging for forgiveness, Marcy and Stanton reconcile and Stanton agrees to let her be a full partner in his company. The game ends with Shaggy making a Mubberwich (a sandwich made out of mubber); before he can eat it, Scooby uses the UV light to disintegrate it. Velma replies, "Now that's what I call a "light" snack!" with the gang laughing, as another mystery has been solved.

Gameplay

In the main console versions, the player controls Scooby-Doo to defeat enemies, collect clues for Velma to unlock new levels and secrets, gather ingredients for Shaggy to increase player health, find trap pieces to view enemies, and to solve the overall mystery.

The main mechanic of the game is Scooby-Doo changing into specific costumes, giving him different abilities.

These abilities range from doing kung-fu moves, gliding like a bat, and archery with plungers. However, most costume uses in levels require mubber, a resource dropped by enemies, marked boxes and other such sources. It is also used in some levels to obtain ingredients, and is reset when finishing or exiting a level. The costumes are necessary in order to complete or access some levels.

The Nintendo DS and Gameboy Advance versions are instead shorter 2D platformers with little direct focus on enemy combat, but collecting clues is still the main goals of the game. The DS version also has mechanics with the touchscreen, like a Scientist costume that has you dissolve mubber cubes in the way, boss fight chases that have you avoiding obstacles and triggering traps, and manually researching clues with draggable tools.

Reception

Scooby-Doo! Unmasked received "mixed or average" reviews, according to video game review aggregator Metacritic.[9][8][10][12][11] GameRankings gave it a score of 64.50% for the Xbox version;[5] 66% and 64 out of 100 for the GameCube version;[3] 65.96% for the PlayStation 2 version;[4] 61.60% for the Game Boy Advance version;[7] and 63.75% for the DS version.[6]

Frank Provo of *GameSpot* gave the PlayStation 2, GameCube and Xbox versions a 5.7/10, praising its graphics and sound but criticizing its difficulty and length. He stated that "*Scooby-Doo! Unmasked* isn't much of a game, but it is a decent way to interact with a feature-length *Scooby-Doo* story."[28]

Reception

Aggregate scores

Aggregator	Score
GameRankings	(GC) 66%[3] (PS2) 65.96%[4] (Xbox) 64.50%[5] (DS) 63.75%[6] (GBA) 61.60%[7]
Metacritic	(GC) 64/100[8] (Xbox) 62/100[9] (PS2) 61/100[10] (DS) 60/100[11] (GBA) 48/100[12]

Review scores

Publication	Score
Eurogamer	6/10[13]
GameSpot	5.7/10[14]
GameZone	(GBA) 8/10[15] (PS2) 7.3/10[16] (GC) 7/10[17] (Xbox) 6.5/10[18] (DS) 6.2/10[19]
IGN	6.9/10[20] (DS) 6.5/10[21]
Nintendo Power	7.5/10[22]
Official U.S. PlayStation Magazine	2/5[23]
Official Xbox Magazine (UK)	6/10[24]
Official Xbox Magazine (US)	6.4/10[25]
PALGN	6/10[26]
TeamXbox	7/10[27]

References

1. Rainier (September 13, 2005). "Scooby-Doo! Unmasked ships" (https://worthplaying.com/article/2005/9/12/news/27294-scooby-doo-unmasked-ngcps2xbox-scrambles-to-stores/). *GameSpot*. Retrieved January 29, 2025.
2. Coleman, Stephen (1 February 2005). "THQ Unmasks New Scooby-Doo! Videogame" (https://www.ign.com/articles/2005/02/01/thq-unmasks-new-scooby-doo-videogame). *IGN*. Retrieved 8 March 2026.
3. "Scooby-Doo! Unmasked for GameCube" (http://www.gamerankings.com/gamecube/926235-scooby-doo-unmasked/index.html). GameRankings. Archived (https://web.archive.org/web/20140714164916/http://www.gamerankings.com/gamecube/926235-scooby-doo-unmasked/index.html) from the original on July 14, 2014. Retrieved June 11, 2014.
4. "Scooby-Doo! Unmasked for PlayStation 2" (http://www.gamerankings.com/ps2/926233-scooby-doo-unmasked/index.html). GameRankings. Archived (https://web.archive.org/web/20140714200241/http://www.gamerankings.com/ps2/926233-scooby-doo-unmasked/index.html) from the original on July 14, 2014. Retrieved June 11, 2014.
5. "Scooby-Doo! Unmasked for Xbox" (http://www.gamerankings.com/xbox/926234-scooby-doo-unmasked/index.html). GameRankings. Archived (https://web.archive.org/web/20141015093150/http://www.gamerankings.com/xbox/926234-scooby-doo-unmasked/index.html) from the original on October 15, 2014. Retrieved June 11, 2014.
6. "Scooby-Doo! Unmasked for DS" (http://www.gamerankings.com/ds/926237-scooby-doo-unmasked/index.html). GameRankings. Archived (https://web.archive.org/web/20140714155250/http://www.gamerankings.com/ds/926237-scooby-doo-unmasked/index.html) from the original on July 14, 2014. Retrieved June 11, 2014.
7. "Scooby-Doo! Unmasked for Game Boy Advance" (http://www.gamerankings.com/gba/926236-scooby-doo-unmasked/index.html). GameRankings. Archived (https://web.archive.org/web/20131102114113/http://www.gamerankings.com/gba/926236-scooby-doo-unmasked/index.html) from the original on November 2, 2013. Retrieved June 11, 2014.
8. "Scooby-Doo! Unmasked for GameCube Reviews" (https://www.metacritic.com/game/scooby-doo-unmasked/critic-reviews/?platform=gamecube). *Metacritic*. Archived (https://web.archive.org/web/20140716110748/http://www.metacritic.com/game/gamecube/scooby-doo!-unmasked) from the original on July 16, 2014. Retrieved June 11, 2014.
9. "Scooby-Doo! Unmasked for Xbox Reviews" (https://www.metacritic.com/game/scooby-doo-unmasked/critic-reviews/?platform=xbox). *Metacritic*. Archived (https://web.archive.org/web/20130430024701/http://www.metacritic.com/game/xbox/scooby-doo!-unmasked) from the original on April 30, 2013. Retrieved June 11, 2014.
10. "Scooby-Doo! Unmasked for PlayStation 2 Reviews" (https://www.metacritic.com/game/scooby-doo-unmasked/critic-reviews/?platform=playstation-2). *Metacritic*. Archived (https://web.archive.org/web/20140101043800/http://www.metacritic.com/game/playstation-2/scooby-doo!-unmasked) from the original on January 1, 2014. Retrieved June 11, 2014.
11. "Scooby-Doo! Unmasked for DS Reviews" (https://www.metacritic.com/game/scooby-doo-unmasked/critic-reviews/?platform=ds). *Metacritic*. Archived (https://web.archive.org/web/20131220105120/http://www.metacritic.com/game/ds/scooby-doo!-unmasked) from the original on December 20, 2013. Retrieved June 11, 2014.
12. "Scooby-Doo! Unmasked for Game Boy Advance Reviews" (https://www.metacritic.com/game/scooby-doo-unmasked/critic-reviews/?platform=game-boy-advance). *Metacritic*. Archived (https://web.archive.org/web/20140716084515/http://www.metacritic.com/game/game-boy-advance/scooby-doo!-unmasked) from the original on July 16, 2014. Retrieved June 11, 2014.
13. Gibson, Ellie (December 13, 2005). "Scooby-Doo! Unmasked (PS2)" (http://www.eurogamer.net/articles/r_scoobydoounmasked_ps2). *Eurogamer*. Archived (https://web.archive.org/web/20140714110855/http://www.eurogamer.net/articles/r_scoobydoounmasked_ps2) from the original on July 14, 2014. Retrieved June 11, 2014.
14. Provo, Frank (September 23, 2005). "Scooby-Doo! Unmasked Review" (http://www.gamespot.com/reviews/scooby-doo-unmasked-review/1900-6134266/). *GameSpot*. Archived (https://web.archive.org/web/20151224054627/http://www.gamespot.com/reviews/scooby-doo-unmasked-review/1900-6134266/) from the original on December 24, 2015. Retrieved June 11, 2014.
15. Code Cowboy (October 10, 2005). "Scooby-Doo Unmasked - GBA - Review" (http://www.gamezone.com/reviews/2005/10/10/scooby_doo_unmasked_gba_review). GameZone. Archived (https://web.archive.org/web/20090125214417/http://gameboy.gamezone.com/gzreviews/r27139.htm) from the original on January 25, 2009. Retrieved June 11, 2014.
16. Aceinet (October 12, 2005). "Scooby-Doo Unmasked - PS2 - Review" (http://www.gamezone.com/reviews/2005/10/12/scooby_doo_unmasked_ps2_review). GameZone. Archived (https://web.archive.org/web/20081201100537/http://ps2.gamezone.com/gzreviews/r27139.htm) from the original on December 1, 2008. Retrieved June 11, 2014.
17. Hollingshead, Anise (October 24, 2005). "Scooby-Doo Unmasked - GC - Review" (http://www.gamezone.com/reviews/2005/10/24/scooby_doo_unmasked_gc_review). GameZone. Archived (https://web.archive.org/web/20090212221106/http://gamecube.gamezone.com/gzreviews/r27139.htm) from the original on February 12, 2009. Retrieved June 11, 2014.
18. Zacarias, Eduardo (October 5, 2005). "Scooby-Doo Unmasked - XB - Review" (http://www.gamezone.com/reviews/2005/10/05/scooby_doo_unmasked_xb_review). GameZone. Archived (https://web.archive.org/web/20090125220057/http://xbox.gamezone.com/gzreviews/r27139.htm) from the original on January 25, 2009. Retrieved June 11, 2014.
19. Sandoval, Angelina (December 7, 2005). "Scooby-Doo Unmasked - NDS - Review" (http://www.gamezone.com/reviews/2005/12/07/scooby_doo_unmasked_nds_review). GameZone. Archived (https://web.archive.org/web/20090125233917/http://nds.gamezone.com/gzreviews/r27139.htm) from the original on January 25, 2009. Retrieved June 11, 2014.
20. Casamassina, Matt (September 13, 2005). "Scooby-Doo! Unmasked" (http://www.ign.com/articles/2005/09/13/scooby-doo-unmasked-3). *IGN*. Archived (https://web.archive.org/web/20180928121651/http://www.ign.com/articles/2005/09/13/scooby-doo-unmasked-3) from the original on September 28, 2018. Retrieved June 11, 2014.
21. Nix, Marc (December 14, 2005). "Scooby-Doo! Unmasked (NDS)" (http://www.ign.com/articles/2005/12/15/scooby-doo-unmasked). *IGN*. Archived (https://web.archive.org/web/20140723235127/http://www.ign.com/articles/2005/12/15/scooby-doo-unmasked) from the original on July 23, 2014. Retrieved June 11, 2014.
22. "Scooby-Doo! Unmasked (GC)". *Nintendo Power*. Vol. 198. November 2005. p. 118.
23. "Scooby-Doo! Unmasked". *Official U.S. PlayStation Magazine*. January 2006. p. 101.
24. Official Xbox Magazine UK staff (October 23, 2005). "Review: Scooby-Doo! Unmasked" (http://www.computerandvideogames.com/127909/reviews/scooby-doo-unmasked-review/). *Official Xbox Magazine UK*. Archived (https://web.archive.org/web/20141129222546/http://www.computerandvideogames.com/127909/reviews/scooby-doo-unmasked-review/) from the original on November 29, 2014. Retrieved June 11, 2014.
25. "Scooby-Doo! Unmasked". *Official Xbox Magazine*. November 2005. p. 131.
26. Luke (October 23, 2005). "Scooby Doo Unmasked Review - PlayStation 2 Video Game Review" (https://web.archive.org/web/20111203214927/http://palgn.com.au/playstation-2/3257/scooby-doo-unmasked-review/). *PALGN*. Archived from the original (http://palgn.com.au/playstation-2/3257/scooby-doo-unmasked-review/) on December 3, 2011. Retrieved June 11, 2014.
27. Fisher, Matthew (September 19, 2005). "Scooby-Doo! Unmasked Review (Xbox)" (https://web.archive.org/web/20120311092031/http://reviews.teamxbox.com/xbox/986/ScoobyDoo-Unmasked/p1/). TeamXbox. Archived from the original (http://reviews.teamxbox.com/xbox/986/ScoobyDoo-Unmasked/p1/) on March 11, 2012. Retrieved June 11, 2014.
28. "Scooby-Doo! Unmasked Review" (https://www.gamespot.com/reviews/scooby-doo-unmasked-review/1900-6134266/). *GameSpot*. Archived (https://web.archive.org/web/20191026132618/https://www.gamespot.com/reviews/scooby-doo-unmasked-review/1900-6134266/) from the original on 2019-10-26. Retrieved 2019-10-26.

External links

- *Scooby-Doo! Unmasked* (https://www.mobygames.com/game//scooby-doo-unmasked) at MobyGames
- *Scooby-Doo! Unmasked* (Nintendo DS) (https://www.mobygames.com/game//nintendo-ds/scooby-doo-unmasked_) at MobyGames

Retrieved from "https://en.wikipedia.org/w/index.php?title=Scooby-Doo!_Unmasked&oldid=1347436851"